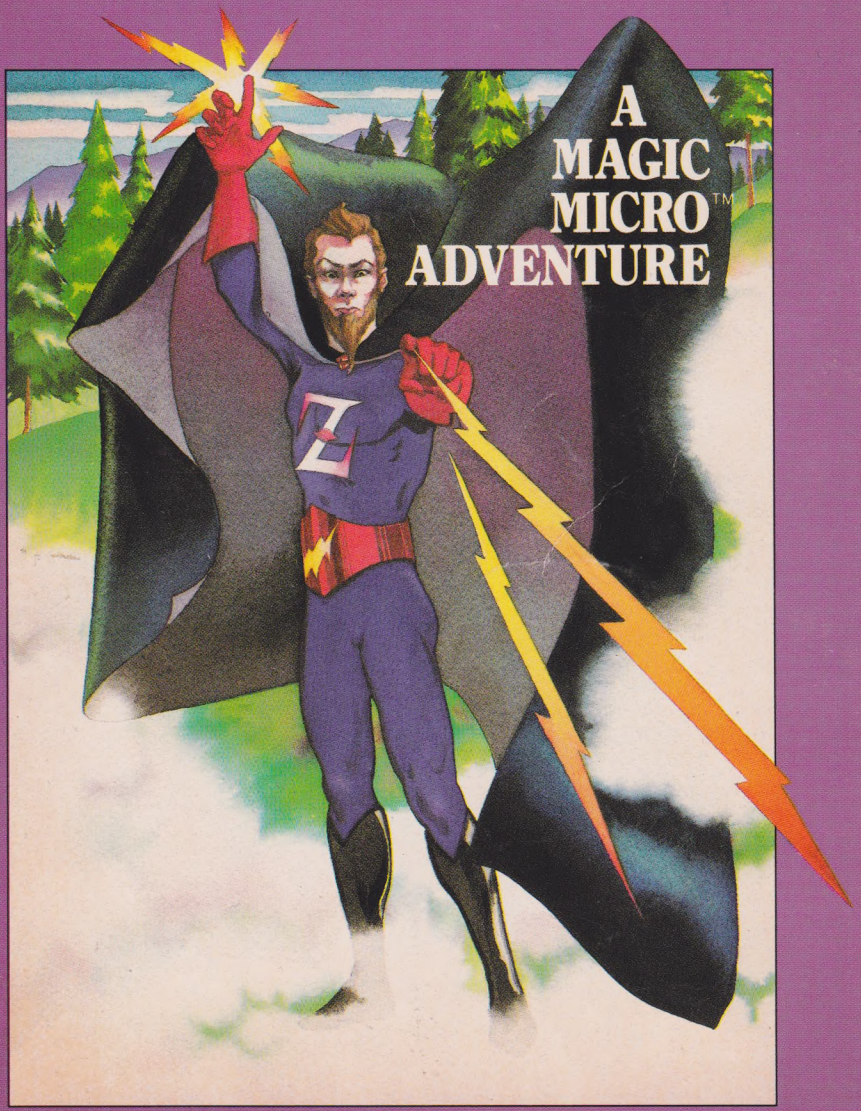
Scholastic 0-590-33477-8 $1.95 $2.25 CAN

SUPERWORLD



A MAGIC MICRO™ ADVENTURE

By Steven Otfinoski

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SUPERWORLD

by

Steven Otfinoski

Illustrations by Bert Dodson

Cover by Bradley Clark

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A Parachute Press Book

Scholastic Inc.

New York Toronto London Auckland Sydney

To Matt and Josh, two Super Kids

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ISBN 0-590-33477-8

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12 11 10 9 8 7 6 5 4 3 2 1 10 5 6 7 8 9/8 0/9

Printed in the U.S.A. 28

The programs in this book will run on these computers:

- **IBM PC**
- **IBM PC jr.**
- **APPLE II+**
- **APPLE IIe**
- **COMMODORE 64**
- **VIC 20**
- **ATARI 400/800**
- **RADIO SHACK COLOR COMPUTER**
- **RADIO SHACK TRS-80**

You are the star of the story!
You have the Magic Micro . . .

Your computer is about to take you into a world of adventure and excitement. The power of the Magic Micro is at your fingertips. All you need is your computer, the programs in this book, and a sense of adventure!

There are just a few rules. The programs in the book are in BASIC. So make sure you know how to put your computer in BASIC before you begin.

You must add a few lines to each program to make it run on your computer. When you come to a program in the story, type it just the way it appears. Then turn to the Magic Scroll section on page 62. You will have to add three or four more lines that are just for *your* computer. The Magic Scroll will tell you which lines to add — and sometimes there will be lines you have to take out.

Remember, you must type the programs exactly right. Even an extra space can make a difference. If you have trouble, put the program on your screen by using the LIST command. Check that version against the program in the book. Also, remember to type NEW before you start a new program. That clears out any leftovers from old programs. That's all there is to it.

Now your adventure can begin.

Chapter 1

What a great way to spend a lazy Saturday morning! You are lying on your bed reading the latest issue of Super-Duper Comics. You close the comic book and sigh. It sure would be wonderful to visit these super comic-book heroes. But that's impossible. Or is it?

You look across your room at your Magic Micro sitting on your desk. If this computer is so fantastic, maybe it can take you to a land full of heroes with super powers. As if the Magic Micro knew that you were thinking about it, its screen lights up. A strange message appears on the screen:

It's a super day for a super-exciting adventure! Are you ready?

What is the Magic Micro up to this time? Whatever it is, adventures with your Magic Micro are never dull. "Sure, I'm ready," you answer.

If you are sure you are really ready, then type in the following program. When you have typed in these lines, turn to pages 63-66 and type in the lines listed for your computer. Then run the program.

Answer the computer when it asks "Where are you going?" by typing in the answer, "Superworld."

PROGRAM 1

```
1Ø REM MAGIC TRANSPORT PROGRAM
2Ø PRINT "WHERE ARE WE GOING?"
3Ø INPUT P$
4Ø GOSUB 96Ø:GOSUB 9ØØ
5Ø FOR I=1 TO 15Ø
6Ø RX=MU:GOSUB 93Ø
7Ø GOSUB 98Ø
8Ø RX=SH:GOSUB 93Ø:VT=RD
9Ø RX=SW:GOSUB 93Ø:HT=RD
1ØØ GOSUB 91Ø
11Ø RX=AC:GOSUB 93Ø
12Ø PRINT CHR$(RD+AS)
13Ø NEXT I
14Ø VT=1:HT=1:GOSUB 91Ø
15Ø PRINT "YOU ARE NOW IN ";P$
16Ø END
```

You sit up and rub your eyes. Where am I? you wonder. You are definitely not in your bedroom. You look around and find yourself in a field of high grass.

"Who is that?" you hear a deep voice ask.

You can't believe your eyes! You jump to your feet. In front of you is a group of people dressed in brightly-colored uniforms. They look as if they stepped out of some adventure comic.

A tall man with silver hair gets up from the blanket and walks toward you. Suddenly you hear a strange crackling sound. As the man gets closer, you notice that the crackling sound is coming from him! Sparks of electricity seem to be shooting out around his head.

"You are fascinated by the electrical charges around my head," he says in a gentle voice.

"That's right," you gasp.

"Do not be alarmed," he assures you. "I was reading your mind. When I do that,

my powerful brain becomes so charged with energy that it throws sparks into the air. It's nothing to concern yourself about."

You gulp. You've never seen anybody like *him* before!

"Allow me to introduce myself," he continues. "I am Super Brain, and this is Superworld."

You can hardly believe it! "The Magic Micro really did it!" you shout.

"Magic *what*?" asks a huge, muscular man who is approaching you and Super Brain.

"It's a computer," you explain. The big guy looks at your Magic Micro next to you on the grass.

"Ha!" he snorts. "It doesn't look very magical to me!"

"Cool it, Ice Storm," says a pretty girl with blonde hair.

"Let me introduce my friends," says Super Brain. "This is Ice Storm. He can be a little cold at first. But underneath that

frosty front he's got a warm heart."

"Glad to meet you kid," says Ice Storm. He holds out a large hand and you take it. It's like shaking hands with an icicle.

"You look like you could use something to eat," says Ice Storm. "There's plenty of food left from our picnic."

"No thanks," you say. "But I am pretty thirsty. Do you have anything cold to drink?"

"No problem," replies your new friend. He picks up a bottle of soda from the blanket and feels it. "Hmm," he says. "It's not very cold. I guess it's been sitting out in the sun too long. Let me cool it off for you."

Ice Storm holds the bottle tightly in his big fist. His fist turns from pink to white to bright blue. He gives the bottle a squeeze and the cap flips off with a loud *POP!*

"There!" he says as he hands you your soda. "That's more like it!"

You take a swallow from the bottle. The soda is ice-cold.

"Thanks, Ice Storm!" you say.

"Anytime, kid."

"He just loves to show off," says the blonde girl. "By the way, I'm Elastic Girl."

You begin to walk over to shake her hand, but she stops you.

"That's all right," Elastic Girl says. "I'll come to you."

She stretches her right arm like a rubber band. It travels a dozen feet through the air to your side. Now you know why she's called Elastic Girl!

"This is a real honor," you stammer as you shake her hand.

Elastic Girl just smiles and snaps her rubbery arm back to her side.

"Look who's showing off now," says a short, round fellow. He has the widest grin you've ever seen!

"You have a big mouth, you know that, Vac?" says Storm.

"You said it," replies the chubby fellow. "And I know how to use it, too."

"Let me introduce the Human Vacuum," says Super Brain. "He's a handy fellow to have around when you're in a mess."

"What do you mean?" you ask.

The Human Vacuum, or Vac, for short, gives you his big grin. "I'll show you," he says. "Do you see all those plates over there?" He points to the glass plates on the picnic blanket. You nod your head.

"Now watch," says the Human Vacuum. He opens his big mouth and begins to suck in the air. The plates are pulled off the blanket and fly right into his mouth . . . just as if they had been vacuumed up. When the plates are all gone, he closes his mouth.

"But what do you do with all that stuff?" you ask.

"It just burns up in my stomach," explains Vac.

"Maybe we should call you the Human Furnace," jokes a tall woman with dark hair.

"This is Multiwoman," says Super Brain. "And right now she's thinking about challenging all of us to a game of baseball."

"Stop reading my mind, Supy!" yells Multiwoman. "You know I don't like it."

"Sorry," smiles Super Brain. "It's a habit that I can't seem to break."

"Baseball?" you say. "But there are five of us and only one of her. That's not very fair, is it?"

Everyone bursts out laughing.

"Did I say something funny?" you ask.

"You sure did, kid," says Ice Storm. "You see, Multiwoman has a funny way of evening up the teams."

"Show him, Multi," says Elastic Girl.

An amazing thing happens. Before your startled eyes, the tall woman splits in two! Then her two new selves divide into two more selves! Now there are four of her!

Each of the four split in two, making eight Multiwomen. You can't believe what you're seeing! You rub your eyes. Which Multiwoman is the real one? They all look exactly alike.

"Now I think my team is ready to take you guys on," says the original Multiwoman.

"No fair!" cries Vac. "Eight against five!"

"Oh, well, I guess we'll just have to play against each other then, girls," says another Multiwoman.

Super Brain smiles. "Save the game for later, Multiwoman." Then he turns back to you and says, "Now that we've each shown you *our* special powers, it's your turn."

"My turn?" you stammer.

"Yes," says Elastic Girl. "Let's see what special talent you have."

This could be a problem, you think.

Chapter 2

Oh boy! This is embarrassing. You have plenty of talents, but none of them can match the super powers of your new friends. They are all waiting for you to do something amazing. They're going to be pretty disappointed.

"But wait a minute," you say to yourself. "I may not have super powers, but I do have an amazing computer. I'll use my Magic Micro to create a super game!"

Carefully type the following program into your computer. (Lines 130, 140, 280, and 310 must each be typed as one line.) When you have typed these lines, turn to pages 67-70 and type in the lines listed for your computer. When you have finished typing, run the program. Turn to the Magic Scroll on page 70 for instructions on how to play this super game.

PROGRAM 2

```
1ØØ  REM NUMBER CHALLENGE!
11Ø  A9=ASC("Ø")
12Ø  GOSUB 9ØØ:GOSUB 96Ø:GOSUB 97Ø
13Ø  PRINT "SKILL LEVEL (1-1Ø)";
     :INPUT SK
14Ø  N1=INT((N/2)-(SK-1)*(N/2Ø))
     :N2=(N-N1)/2Ø
15Ø  GOSUB 9ØØ:VT=1:HT=1:GOSUB 91Ø
16Ø  PRINT "1  2  3"
17Ø  VT=4:GOSUB 91Ø
18Ø  PRINT "4  5  6"
19Ø  VT=7:GOSUB 91Ø
2ØØ  PRINT "7  8  9"
21Ø  RX=9:GOSUB 93Ø
22Ø  VX=INT((RD+2)/3)*3-1
23Ø  HX=(RD-INT((RD-1)/3)*3)*3-2
24Ø  VT=VX:HT=HX:GOSUB 91Ø
25Ø  PRINT "*";
26Ø  FOR I=1 TO N
27Ø  GOSUB 94Ø
28Ø  IF ASC(KY$)-A9=RD THEN S=S+1
     :GOTO 3ØØ
29Ø  NEXT I
3ØØ  N=N-N2
31Ø  IF N<N1 THEN GOSUB 9ØØ
     :PRINT "YOU SCORED ";S:END
32Ø  GOSUB 91Ø:PRINT " ";
33Ø  GOTO 21Ø
```

"Fantastic!" cries the Human Vacuum.
"Marvelous!" exclaims Multiwoman.
"What fun!" says Elastic Girl.

"Well," says Super Brain, "after that show I think we can truly call you one of us. You'll fit in fine here in Superworld."

You can't believe what you're hearing. It's like a dream come true.

You're just about to shake everyone's hand again, but you never get the chance. Suddenly the sunny sky grows dark. A black thundercloud hangs low in the sky. Out of the cloud comes a jagged bolt of blue lightning. The lightning hits the ground just a few feet from where you stand. Wow! You jump back in fright.

There is a puff of black smoke where the lightning hit. Out of the smoke steps a tall, thin man in a black cape. He has a pointed beard. On his shirt is a large Z.

"Zargo!" cries Super Brain. "What are you doing here?"

Zargo gives a wicked laugh that echoes in the still air. "Nice picnic you're having," he says. "Why wasn't I invited?"

"This picnic is for heroes," replies Multiwoman, "not *villains* like yourself!"

Zargo looks at her with blazing eyes.

"I'm tired of being left out of things! You drove me from Superworld. You robbed me of my home. My great electrical super powers belong in Superworld. If I can't rule Superworld, I will destroy it instead!"

"You don't scare me, you cracked bolt of lightning!" cries Ice Storm. He tries to go for Zargo, but Super Brain holds him back.

"You shouldn't be so hotheaded, Ice Storm," laughs Zargo. "You might begin to melt!"

Super Brain looks angrily at the villain. "Go back to your island, Zargo," he says. "If you don't, you'll be sorry."

"Oh, I'll go back," promises Zargo. "But not before *I've* gotten a chance to show off my amazing electrical super powers."

With that, the villain raises his arms into the air. Crackling bolts of blue lightning leap from his fingertips.

A look of sharp pain comes over the Human Vacuum's face. He drops to the ground and begins rolling in agony.

"What's wrong, Vac?" asks Elastic Girl.

"My stomach — it feels like everything I just sucked in is trying to get out."

"What have you done to him?" asks Multiwoman, waving her fist at Zargo.

"I've simply set up a force field that reverses the super powers of everyone around it. Everyone except me, that is. I am wearing a special suit that protects me from it."

"Turn off that force field this minute!" cries Elastic Girl. She stretches both her arms out toward Zargo's neck. To everyone's surprise, her arms snap back and wrap themselves around her! Elastic Girl is tied up in her own arms like a tightly-wrapped package!

"I see you're all tied up at the moment, Elastic Girl," laughs the wicked Zargo.

"I'll turn you into an ice cube for that, you black-caped creep!" yells Ice Storm. And you know he means it. Ice Storm reaches out to freeze Zargo with his hands. But the only thing that turns to ice is . . . Ice Storm.

"That ought to put *you* on ice for a while,

my frozen friend!" cries Zargo.

"You won't stop *me* so easily!" exclaims Multiwoman. But the power-reversing force field has changed her powers, too. Instead of multiplying, Multiwoman begins to shrink. She grows smaller and smaller until she's no taller than your pet cat back home.

"Multiply all you want now, dear lady," laughs Zargo. "The Great Zargo is not afraid of an army of super midgets!"

You turn to the only one left who has not lost his powers. "Super Brain," you say, "do something to stop him!"

Super Brain looks at you. His eyes are strangely dull and lifeless. He scratches his silver hair with one hand. "Are you talking to me?" he asks you.

Your eyes grow wild. "Super Brain — not you, too?"

"That's right!" cries Zargo. "The reverse field has reversed his mind back to that of an idiot. Super Brain has become Super Stupid!"

You look around at your helpless friends,

and your blood begins to boil. "You low down skunk, Zargo!" you cry. "You won't get away with this!"

Zargo looks at you with laughing eyes. "Oh, but I already have gotten away with it," he says. "While the reverse force field keeps your friends powerless to stop me, I'll return to my island. There I'll turn my electro-ray on Superworld. I'll burn it to a crisp — and you and your super chumps with it!"

You feel like crying, but you don't want to give Zargo another reason to laugh. "Oh, if only I had super powers!" you say.

"You mean you *don't* have any super powers?" asks Zargo. You shake your head. "So that's why my reverse field has no effect on you! You're just a normal human, just as helpless in my power as your pals! And that stupid machine of yours can't help you either! Farewell, fool!"

Before you can say anything, Zargo waves his hand. Another bolt of lightning flashes where he stands and the villain vanishes in a cloud of black smoke.

Chapter 3

"Gee," says Super Brain, "that was a pretty good trick. I wonder how he did it."

"Super Brain!" cries the helpless Elastic Girl. "You've got to think of something to get us out of this fix! If you don't, Zargo is going to destroy us all!"

Super Brain looks at her with surprise. "That nice man in the cape?" he says. "He wouldn't do anything like that, would he?"

The Human Vacuum and Ice Storm are unable to answer his question. Vac is still clutching his stomach in pain, and Ice Storm is frozen solid. But Multiwoman, now Midgetwoman, answers him. She climbs up onto Super Brain's knee.

"You've got to listen to us, Super Brain,"

she shouts up at him in a tiny voice.

Super Brain looks down at her with a stupid grin on his face. "Say! You're cute!" he exclaims.

"Be quiet and listen to me, Super Brain," she says. "You once told me there is a magic word that will shut down Zargo's power-reversing force field. You've got to try to remember it."

"Come on, Super Brain, you can do it," says Elastic Girl.

"Maybe I can remember the letters," he answers. "There's a P . . . no, no . . . an A . . . no. . . . I just can't remember. It's in my head but I can't get it out."

Suddenly your Magic Micro begins to light up:

I have an idea. Super Brain's mind is like a computer in many ways. I can go through the memory banks until I come upon the magic word.

"Great idea," you cry. "What do you say, Super Brain?"

"I don't know," Super Brain answers dully. "I guess so." Super Brain puts his hands on your Magic Micro and closes his eyes.

The computer's screen begins to flash. Then a wavy message appears on the screen:

Mind link completed.

"Well? you ask. "What's the magic word?"

Gee, I don't know, comes the message from the Micro.

Oh, no! The Magic Micro is now having the same trouble as Super Brain. It's acting stupid, too!

"You have to find that word," you tell the computer.

The computer screen flashes a few times. A new message appears:

If I see the letters, I might recognize them. Show me different letters and I will tell you if they belong in the word or not.

"It's worth a try," you agree.

Carefully type the following program into your computer. When you have typed these lines, turn to pages 71-72 and type in the lines listed for your computer. (Lines 160, 270, 290, and 320 must each be typed as one line.) When you have finished typing, run the program.

This game is a lot like the game "Hangman." Turn to the Magic Scroll section on page 73 for more instructions.

PROGRAM 3

```
1ØØ  REM  WHAT WORD?
11Ø  VØ=1Ø:V1=11:V2=9
12Ø  AA=ASC("A")
13Ø  READ T1:FOR T=1 TO T1:READ N
14Ø  FOR I=1 TO 1Ø:X(I)=Ø:NEXT I
15Ø  GOSUB 9ØØ
16Ø  FOR I=1 TO N:READ J:G(I)=J
     :NEXT I
17Ø  VT=VØ:HT=1:GOSUB 91Ø
18Ø  FOR I=1 TO N
19Ø  PRINT "-";
2ØØ  NEXT I
21Ø  VT=1:HT=1:GOSUB 91Ø
22Ø  PRINT "YOUR GUESS";:INPUT YG$
23Ø  IF YG$="" THEN 21Ø
24Ø  VT=VØ:HT=1:GOSUB 91Ø
25Ø  FOR K=1 TO N
26Ø  IF G(K)<>(ASC(YG$)-AA) THEN 28Ø
```

Continued on the next page.

```
27Ø  PRINT CHR$(ASC(YG$)):IF X(K)=Ø
     THEN S=S+1:X(K)=1
28Ø  HT=HT+1:GOSUB 91Ø
29Ø  IF S=N THEN VT=1:HT=1:GOSUB 91Ø
     :PRINT "THAT'S THE WORD!"
     :GOTO 32Ø
3ØØ  NEXT K
31Ø  GOTO 21Ø
32Ø  S=Ø:FOR J=1 TO 5ØØ:NEXT J
     :NEXT T
33Ø  END
34Ø  DATA  2,5,18,7,14,2,1Ø
35Ø  DATA  6,8,6,13,8,19,4
```

"That's it," cries Multiwoman. "You found the secret word!" Elastic Girl, Multiwoman, and you shout the magic word as loudly as you can. At once, Elastic Girl's arms unwind from her body. She is her old rubbery self again. A smile spreads over the Human Vacuum's chubby face. The pain in his stomach is gone.

"What happened?" asks Ice Storm. "I feel like I've been deep-frozen."

"That's exactly what happened to you," says Super Brain. "Thanks to Zargo and his electrical tricks."

"Super Brain," you cry. "You've got your brain back again!"

Super Brain gives you a grateful smile and pats the Magic Micro. "Yes, thanks to you and this remarkable little machine," he says. "But we've no time to lose. We've got to go after Zargo and stop him before he destroys Superworld!"

"Well, what are we waiting for?" exclaims Ice Storm. "Let's go get that electric menace!"

The six of you begin to walk in the direction of Zargo's island. In a short while, you arrive at the edge of a sandy shore.

"There's Zargo's island," says Super Brain. He is pointing across a wide river to an island in the distance.

"So how do we get there?" you ask. "Do you have a boat?"

Super Brain shakes his head. "I'm afraid we don't," he says.

"I've got it!" cries Ice Storm. "I'll freeze the water solid between here and the island. Then we can skate across the ice and be there in no time."

"Sure," says Super Brain. "But you'll have killed all the sea life in the water."

"I hadn't thought of that," replies Ice Storm. "So much for that bright idea."

"I think I can get us across," says Elastic Girl. "I'll simply stretch my body across the water until my hands touch Zargo's island. Then the rest of you can walk right over me."

"A human bridge!" says the Human Vacuum.

"That's a long way, kid," says Multiwoman. "Are you sure you'll be able to stretch that far?"

Elastic Girl smiles bravely. "Well, there's only one way to find out!"

"All right," says Super Brain. "Go ahead and do your stuff, Elastic Girl. You lead and we'll follow."

"Just step lightly, gang," says Elastic Girl. "I don't want any broken bones."

And with that, Elastic Girl begins to stretch her rubbery body. You gasp as the top part of her body swings across the blue

water toward Zargo's island. Her long, thin body makes an odd-looking bridge. It sways slightly in the breeze.

"Well, who's going to be first?" Super Brain asks.

You are the smallest and lightest of the group, so you volunteer. You've never walked over a live person before, and you feel pretty strange at first. When you are halfway across, the others begin to follow, one by one. In a short time you are all safely on the other side.

"Everybody off?" asks Elastic Girl.

"Yes," says Vac. "You can snap back into shape now, Elastic Girl." And with a loud snap, she does just that.

"How do you feel, kid?" asks Multi-woman.

Elastic Girl tries to smile as she rubs her legs and arms. "A little sore," she admits. "I guess I almost stretched myself to the breaking point this time."

"You take it easy," Super Brains tells her. "From here on in, we'll do the work."

You look around. Just above the shore is a forest of tall, dark trees. Their long shadows seem to reach out for you. Beyond the forest is a steep, rocky mountain. Atop the mountain you see a tall castle made of stone. It looks like an evil place.

"That's where Zargo lives, all right," says Super Brain. Once again he is reading your thoughts. "The mountain is called Mount Electro."

"Save the guided tour for later, Brainy," says Ice Storm. "Let's make tracks for that castle and stop that spark-shooting quack from wrecking our home sweet home."

Ice Storm begins to rush into the dark forest, when Super Brain cries out, "Stop right there! Don't move another inch!"

You and the others look at Super Brain in surprise. He is holding two fingers to his wide forehead. His eyes are shut and he seems to be concentrating very hard.

"What's wrong?" you ask.

"I'm not exactly sure," Super Brain says slowly. "But my brain waves tell me there's danger ahead. *Serious* danger."

"Can't you think a little harder for more details?" asks Vac.

Super Brain shakes his head sadly. "Normally I could. But that force field of Zargo's must have weakened my brain cells."

"Then let's try a little test," says Multiwoman. She picks up a small piece of driftwood from the beach and throws it into the forest. It lands with a thud about a dozen feet away. Suddenly sparks fly up from the earth and there is a sharp crackle of electricity. The piece of driftwood bursts into flames and burns to a crisp.

"Wow!" cries Ice Storm. "That could have been me!" He wipes some sweat from his forehead.

"I should have known," says Super Brain grimly. "Those are Zargo's zap traps. They're electronic underground mines. Step on one and you're zapped for good, just like that piece of wood. Zargo must have the entire forest booby-trapped."

"So how are we ever going to get to the castle?" asks Vac.

"If only my brain weren't weakened by that reverse force field!" sighs Super Brain. "Then I'm sure I could guide us safely through."

"Magic Micro wasn't affected by the electrical field," you say.

"What?" says Ice Storm. "You mean to say that gizmo of yours can tell us where the zap traps are planted?"

"I don't see why not," you tell him.

Ice Storm whistles softly. "That machine seems to be able to do everything but tap-dance," he says.

Magic Micro begins to flash its lights and bleep:

We're still working on the dancing, it says. Everyone laughs.

Chapter 4

"Well, Magic Micro, let's see if you can tap-dance us through this forest to the foot of Mount Electro," says Super Brain.

Just leave it to me and my buddy, replies Magic Micro.

You gaze once more into the dark forest. The branches of the trees look like long arms ready to reach out and grab you. You take a deep breath and go to work.

Carefully type the following program into your computer. (Lines 270, 290, and 310 must each be typed as one line.) When you have typed these lines, turn to pages 74-76 and type in the lines listed for your computer. When you have finished typing, run the program.

This program will enable you to get through Zargo's forest without getting zapped. Turn to the Magic Scroll on pages 76-77 for instructions on how to play the game.

PROGRAM 4

```
1ØØ  REM  ZAP TRAPS
11Ø  DIM ND(4,4)
12Ø  READ A$
13Ø  GOSUB 9ØØ:GOSUB 97Ø
14Ø  FOR I=1 TO 4
15Ø  FOR J=1 TO 4
16Ø  READ X:ND(I,J)=X
17Ø  NEXT J:NEXT I
18Ø  PD=1
19Ø  RX=4:GOSUB 93Ø
2ØØ  SB=INT(RD*5-4):SE=5
21Ø  GOSUB 8ØØ
22Ø  PRINT "THERE'S A ZAP TRAP"
23Ø  PRINT "TO THE ";XC$
24Ø  PRINT
25Ø  PRINT "WHICH WAY NOW? (F,B,L,R)"
26Ø  INPUT D$
27Ø  DM=ABS((D$="F")+(D$="B")*2+
     (D$="R")*3+(D$="L")*4)
28Ø  IF DM=Ø THEN 25Ø
29Ø  IF ND(PD,DM)=RD THEN PRINT
     "ZAP!!!":END
3ØØ  IF ND(PD,DM)=1 THEN K=K+1
31Ø  IF K=15 THEN PRINT
     "YOU MADE IT!!!":END
32Ø  IF ND(PD,DM)=2 THEN K=K-1
33Ø  PD=ND(PD,DM)
34Ø  GOTO 19Ø
35Ø  DATA   NORTHSOUTHEAST.WEST.
36Ø  DATA  1,2,3,4,2,1,4,3
37Ø  DATA  3,4,2,1,4,3,1,2
```

"Well, it looks like we made it," says Super Brain as you near Mount Electro.

"Nice work, kid," Multiwoman says.

"You can thank Magic Micro," you tell her. "It did all the work."

Ice Storm pats the computer and grins. "This is sure a neat little whatever-you-call-it!"

You're not so bad yourself, Icy, bleeps Magic Micro.

The rest of you chuckle. Except for Super Brain. He looks dead serious. "I hate to break up the fun, gang," he says, "but we've still got to get up this mountain and into that castle. We don't have much time."

You look up at Mount Electro. It's not that high, but it's steep and rocky.

"Be careful as you climb," warns Super Brain. "And stay close to the ground. Zargo has electronic robots that guard his castle. If they spot us, we may never make it there alive."

Slowly the six of you start your climb up the mountain. You are halfway to the top. Suddenly your foot slips on a mossy patch.

You reach out to steady yourself on a rock above you. The rock comes loose in your hand. You lose your balance and fall back down the mountainside. You tumble faster and faster. "Help!" you cry out. Suddenly a strong hand reaches out and grabs the back of your shirt. It is Elastic Girl's outstretched hand.

"Hold on tightly," she calls. Her long arm lifts you up — up — up — until you're standing safely on a rocky ledge.

"Thanks!" you gasp. "You just saved my life!"

"It was nothing," says Elastic Girl. "Besides, I owed you one for getting us through that field of zap traps."

You take a minute to get your breath back and then follow Elastic Girl and the others up to the top of the mountain. Before you sits Zargo's castle. It is quiet and dark — and very creepy.

"Not a robot in sight," says the Human Vacuum. "Do you think it's another trap?"

"It could be," admits Super Brain. "But we'll just have to take our chances. We

must find Zargo and stop him."

You try the big iron handle on the wooden castle door. "It's locked up tight," you tell the others.

Elastic Girl walks over to the door and carefully looks inside the small keyhole. "I see a key on the table across the room."

"Let me see," says Vac. He leans down and peeks through the keyhole. He puts his hands to his mouth in a cup shape and begins sucking in air through the keyhole. The next sound you hear is a clank. Vac has pulled the key off the table with his vacuum power, and now it has fallen to the floor.

"The next problem is how to get the key from the other side of the door," you say.

"No problem," says Elastic Girl. She stretches her slim fingers until they are long and thin enough to fit under the crack in the door. She reaches under and pulls the key out.

"Leave it to Elastic Girl," says the Human Vacuum.

"Couldn't have done it without you,"

replies Elastic Girl, with a wink.

"Well, let's not just stand here," says Multiwoman. "Let's go inside."

Cautiously, you open the door and tiptoe into Zargo's castle.

"Nobody's here," says Elastic Girl.

"Don't be so sure of that," says Super Brain in a whisper.

The inside of Zargo's castle is very strange. It certainly doesn't look like any castle you've ever seen in a book. The walls are made of smooth steel and everything is very modern. In the center of the room is a moving staircase that reminds you of the moving stairways in department stores. The stairs lead to an overhanging balcony on the second floor.

"I bet we find Zargo's laboratory somewhere up those stairs," says Super Brain. "He'd have to keep his electro-ray gun somewhere high so he can aim it at Superworld."

"Very good thinking, Super Brain," says a smooth voice from above. It is Zargo. He is standing on the balcony. "I'm glad to see

my power-reversing field didn't seriously damage your brain power."

"I *bet* you are, you electric weirdo!" cries Ice Storm.

Zargo laughs. "You may have been clever enough to get yourselves out of my reverse force field, but you'll never stop me from zapping Superworld back into the Stone Age!"

"We'll see about that!" shouts Multiwoman. She runs for the moving staircase. Super Brain, Ice Storm, the Human Vacuum, and Elastic Girl quickly follow her. You are about to join them when you hear the Human Vacuum cry out.

"My feet!" he says. "I can't move them!"

"Me neither," cries Elastic Girl. "They're stuck to the stairs!"

"What kind of trick is this, Zargo?" yells Super Brain. He, too, is unable to move.

"Fools!" laughs Zargo from the railing. "The metal heels in your super shoes are being held fast by powerful magnets under the stairs. Your metal buckles are also stuck, so you can't take your shoes off.

You're as helpless as newborn babies!"

Ice Storm's face is red with anger and he shakes his fist at Zargo. "When I get my hands on you, I'm going to turn you and your cape inside out," he vows.

Zargo laughs wickedly. "I don't think you'll ever get the chance, Mr. Storm," he sneers. "You see, the next step you take will be your last! At the top of this staircase is a trapdoor. Under the trapdoor is an acid pit. When you reach the top of my marvelous moving stairway, I'll be happy to turn off the magnets holding down your super shoes — and then, one by one, I'll watch each of you go toppling into the pit!"

From the looks on your super pals' faces, you can tell they haven't figured a way out of this one. They're in trouble — big trouble. You watch in horror as your friends pull wildly at their feet. It's no use. Their shoes are stuck tight!

The terrible staircase moves slowly higher and higher, closer and closer to the acid pit — and death. You have only minutes to save them. But how?

Chapter 5

You look up at Zargo and see that he is standing near a long metal lever. Maybe the lever controls the staircase and the magnets under it. If you can use your Magic Micro to hypnotize Zargo, you can command him to shut off the staircase. You must turn on the computer's hypnotic flashing lights. When he is hypnotized, you will have to command him to turn off the controls. And you must hurry. Time is running out.

Carefully type this program into your computer. (Line 130 must be typed as one line.) When you have typed these lines, turn to pages 78-80 and type in the lines listed for your computer. When you have finished typing, run the program and watch the special moving graphic that hypnotizes Zargo. Make sure it doesn't hypnotize you, too!

PROGRAM 5

```
1ØØ  REM  HYPNOTIST
11Ø  GOSUB 96Ø:GOSUB 9ØØ
12Ø  D=1:H=1:V=1
13Ø  VV=INT(SH/2):HH=INT(SW/2)
     :PP=HH-VV
14Ø  H=H+PP
15Ø  FOR I=1 TO 2*VV-2
16Ø  VT=VV:HT=HH
17Ø  T=ABS(1-T)
18Ø  GOSUB 91Ø
19Ø  IF T THEN PRINT "*";:GOTO 21Ø
2ØØ  PRINT " ";
21Ø  B$=" ":VT=V:HT=H:GOSUB 27Ø
22Ø  V=V+D:H=H+D
23Ø  B$="O":GOSUB 27Ø
24Ø  NEXT I
25Ø  D=D*(-1)
26Ø  GOTO 15Ø
27Ø  VT=VV:HT=H
28Ø  GOSUB 36Ø
29Ø  HT=HH+(HH-H)
3ØØ  GOSUB 36Ø
31Ø  HT=HH:VT=V
32Ø  GOSUB 36Ø
33Ø  VT=VV+(VV-V)
34Ø  GOSUB 36Ø
35Ø  RETURN
36Ø  GOSUB 91Ø:PRINT B$
37Ø  RETURN
```

You remember how you've seen people hypnotized on TV. "You are getting sleepy.

Sleepy. When I count to three, you will turn off the moving stairs: one, two, three."

Slowly Zargo turns to the lever. You can't believe it. Your plan is working! Zargo puts both hands on the lever and pulls it back. With a loud, grinding noise, the staircase comes to a dead stop. And just in time! Multiwoman is only inches away from the acid pit. Her feet are now free and she stumbles back down the deadly staircase with the others.

Your super friends run over to you. Multiwoman gives you a big hug. Now that everyone is out of danger, you shut off the Magic Micro.

Oh no! As soon as you shut it off, you realize you've made a terrible mistake! Zargo comes out of his trance. He stares down at you with rage in his eyes.

"You may think you've saved your friends," he screams. "But not for long! Now you will have to face my army of killer robots — I call them my Zargonauts!"

Suddenly, a dozen sliding doors in the smooth steel walls open up. You gasp in

terror. From each door, out steps an electronic robot. The robots are tall and shiny. Their eyes glow with a weird green light, and each robot holds a deadly laser gun.

"What do we do now?" you ask Super Brain.

"The next move is up to Zargo," he says.

"Get them, Zargonauts," yells Zargo. "Destroy them!" At once the robots raise their guns.

"Hey! I have an idea!" cries the Human Vacuum. He opens his mouth wide and begins to breath in air. The robots look surprised. Their grip on their laser guns begins to loosen. The guns go flying from their hands and right into Vac's mouth!

"That's some mouthful you've got there!" laughs Ice Storm.

Vac is unable to answer him. He's too busy trying to swallow the guns, one by one. From the look on his face, it doesn't look like it's an easy job.

"I guess that evens up the odds a little," says Elastic Girl. She stretches out one rubbery arm and socks the nearest robot

right on his steel chin. The robot falls down with a crash to the floor.

"Nice shot, Elastic Girl," says Ice Storm. "Let me take a crack at one." He quickly punches out two robots. The others join in the fight. Without their guns, the clumsy robots are no match for the heroes.

Zargo screams from the balcony above. "More robots!" he cries. "Attack them!"

Out of the sliding doors come another dozen robots. They are followed by another dozen. And still another. Soon the room is filled with hundreds. These new robots don't have laser guns, but there are still too many of them to fight off.

"Leave them to me," cries Multiwoman. She puts her arms to her sides and divides in two. Suddenly there are four Multiwomen. Then eight. Soon there are nearly as many Multiwomen as there are robots. The robots turn their metal heads around and around, looking at the Multiwomen in amazement.

"Surprise, guys!" cry all the Multiwomen together. They start punching out

the clumsy robots right and left.

The others are holding their own in the fight. But one hero isn't doing so well. Two robots are holding down the Human Vacuum. From the awful look on Vac's face you know he is losing the fight. You run over and slug one of the robots in the head.

"Ouch!" you cry. Your hand feels as if it's broken. It's pretty stupid to hit a metal robot unless you have super strength, you think to yourself.

You try fighting another way. You grab the robot from behind and pull him back. He falls over and crashes to the floor. A second robot turns on you. His green eyes are flashing angrily. You give him a strong shove. He falls over, too. This leaves Vac free to fight it out with a third robot. This is fun. You could push robots like this all day.

But you don't have to. The Multi-women and your other pals have just about finished off Zargo's robot army. You look around. The floor is covered with fallen robots. The place looks like a junkyard.

Multiwoman brings all her separate selves together with a *BANG!* and wipes her hands.

"I guess I don't know my own strength," she says with a smile.

Out of the corner of your eye, you see Zargo running away above the stairs.

"Quick!" you cry to the others. "Zargo's running away!"

"No, he's not," says Super Brain. "He's going to turn that electro-ray of his on Superworld!"

You and the others run for the moving staircase. Only it isn't moving anymore. Ice Storm is in the lead. He takes the stairs two at a time. As Ice Storm gets near the top, Super Brain sees something Ice Storm doesn't see.

"Watch out!" he cries to Ice Storm. "Zargo's opened the acid pit!"

Ice Storm freezes at the top of the stairs. He puts out both of his arms, attempting to regain his balance. It looks as if he's going to fall right into the acid pit.

Elastic Girl screams. She is unable to

reach out in time to save him. Ice Storm jumps across the open pit and lands in a heap on the other side.

"You okay, Icy?" cries Multiwoman.

Ice Storm lifts himself up from the floor with a big grin on his face. "Sure!" he says. "But watch that first step off the stairs. It's a lulu."

You and the other heroes jump across the pit.

"Everybody here?" asks Multiwoman. "Let's go. We've got to find Zargo — and fast!"

Ahead of you on the second floor of Zargo's castle is a long hallway. On each side of the hallway are about a dozen tall, metal doors.

"There are so many doors," you say. "How can we tell which one leads to Zargo's laboratory?"

"I guess we'll just have to try them all," says the Human Vacuum.

"There isn't time," says Super Brain. "If I concentrate hard enough, I should be able to pick out the right door."

Super Brain lowers his head and begins to think very hard. Sweat pours down his face. Everyone watches him tensely.

Then Super Brain raises his head. His eyes are bright. "The last door on the left!" he cries. "That's where Zargo is! Hurry!"

The six of you rush down the hallway. Multiwoman gets there first and tears open the unlocked door. There is Zargo. He is standing next to a large black instrument that looks like a telescope. It is pointing through an open window facing west — toward Superworld. Zargo's hand is on the control that fires the electro-ray. You are not a second too soon! Zargo is about to fire!

Zargo turns. "How did you find me?" he cries in shock. Looking for a way to escape, Zargo backs up against his laboratory table. He knocks over a tray of beakers filled with water and they hit the floor with a smash. "You'll never take me alive!" he screams. Stumbling forward, Zargo grabs for his electro-ray gun. "And you won't stop me from destroying Superworld, either!" Zargo is about to fire the gun. In another

moment, Superworld will be destroyed!

With a quick movement, Ice Storm points a finger at the water that spilled on the floor when Zargo knocked over the beakers. The water instantly freezes to ice. Zargo's foot slips on the patch of ice and he falls to the floor.

This gives Multiwoman enough time to leap into action. She jumps up and grabs the front end of the electro-ray gun with both hands. The weight of her body pulls the firing end down from the window to the floor. But Zargo is back on his feet now. He reaches for the controls once more. If he fires, the ray will hit Multiwoman!

You leap at Zargo from behind. You lock one arm tightly around his neck. "Get off me, you pest," he screams, but you hang on tightly, and finally Zargo lets go of the controls. Multiwoman runs around to safety. Zargo turns to you.

"You!" screams Zargo. "It is you and your infernal computer that have stopped me every time! Now you will be the first to die!" Zargo swings the electro-ray gun

around and points it directly at you.

Zargo is so busy screaming at you that he doesn't notice Ice Storm sneaking up behind him. A moment before Zargo is about to blast you, Elastic Girl snaps out a long, rubbery arm and spins Zargo's electro-ray gun around. The force of the spinning gun knocks Zargo right into Ice Storm's strong arms.

"Don't try to escape," warns Ice Storm, "or I'll freeze you solid!"

Multiwoman begins dividing herself until there are twenty Multiwomen in the room. All the Multiwomen go over to the electro-ray gun and begin to lift it from its base. "One, two, three, push," yells Multiwoman. The gun rips from its base and the twenty Multiwomen send it crashing out the window.

"My gun," cries Zargo, squirming in Ice Storm's strong arms. "It will be smashed to pieces!"

"I'd say that's a fitting end for such an evil weapon," says Super Brain.

Chapter 6

The heroes surround Zargo. He turns to you with frightened eyes. You are startled by his words. "Don't let them kill me," he pleads. "They won't if you ask them not to."

"Kill you?" says Super Brain. "If we did that, we'd be as bad as you are, Zargo."

"We are not killers," says the Human Vacuum. "Heroes are sworn to save life, not destroy it."

"Even rotten life, like you," adds Ice Storm.

Zargo looks around at all of you. "Then what are you going to do?" he asks.

Super Brain turns to you. "You and your Magic Micro helped us defeat Zargo," he says. "It's only right that you decide what his punishment should be."

You think for a moment. You are thrilled, but also a little scared. "No ordinary prison could hold a super villain like Zargo for long," you say at last. "He would always find a way to escape. I say we send him to a distant planet far out in space where he can never harm anyone again."

"That sounds like a great idea!" says Vac.

"Yes, I agree," says Super Brain. "But for now we'll take Zargo back to our land, where I'll design a special one-man rocket to carry him to a far-off planet."

"The farther the better," says Ice Storm.

"Well, now that that's all straightened out, what do you say we head home?" asks Multiwoman.

"We're lucky to have a home left to go to," says Elastic Girl.

"We can once again thank our friend for that," says Super Brain, turning to you. "You certainly have shown your super

powers. Why don't you come back with us? We'll call you Micro Kid! There are a lot more super villains out there to fight."

You look around at your friends. You would like to go back with them. But what about your family and friends back home? You'll miss them. And what about school and your house? And your dog, Ralph? You know what your answer to Super Brain's question must be.

"I'm sorry, but I have to go home," you say. "Anyway, I'm not really a hero like the rest of you. Without Magic Micro, I'd be just a normal kid."

The heroes smile at this. They know better. You have saved all their lives and they are grateful. They are also very sorry to see you leave.

"So long, pal," says Vac. "We'll miss you."

"Take care of your stomach," you say as you shake Vac's hand.

"Be good, kid," says Multiwoman.

Ice Storm shakes your hand and you hardly notice how cold it is this time. "If you're ever in trouble, just give a holler,"

he tells you. "I'll come running."

"That goes for me, too," says Elastic Girl, holding out a rubbery hand.

"We'll miss you as much as you miss us," says Super Brain. You smile. He has been reading your mind again.

"I'll never forget any of you," you tell them all. You take out your Magic Micro and press a few keys. Colored lights whirl around you. You seem to be spinning through space. You close your eyes. When you open them, you are standing in front of your house.

You rub your eyes a few times and look up and down the tree-lined street. It's as if all your adventures in Superworld were nothing but a dream.

Then you see your best friend, Freddy, running toward you. He is waving a comic book in his hand. He seems to be very excited.

"Hi!" shouts Freddy. "I just bought this new comic book. It's all about these five new super characters. They're great!"

"Who are they?" you ask. You are not

very interested right now in comic books.

"Well, there's Super Brain," says Freddy. "He's the leader of the group. He can read people's minds. Then there's Elastic Girl. She can stretch her body. Then — "

You interrupt Freddy and ask to see the comic book. You flip quickly through the pages. There are all your friends. The Human Vacuum. Ice Storm. Multiwoman. Even Zargo is there. One picture shows him going through space in Super Brain's rocket.

"Pretty good, eh?" says Freddy.

You look at Freddy. Should you tell him that you know every one of them? Should you describe how you saved their lives and they saved yours? You decide not to. After all, Freddy would never believe you. Who would?

Magic Scroll

The Magic Scroll is here to help you. Flip through the next few pages. Find the heading for the kind of computer you are using. The Magic Scroll will tell you what lines to add and what lines to take out to make each program run on your computer. The Magic Scroll will also tell you a little bit about each computer.

Note that the Radio Shack Color Computer requires extended BASIC.

Note that Commodore 64 and Apple only produce one sound, and Radio Shack TRS-80 does not have sound.

Changes:

If you have an IBM PC or PCjr., add these lines to Program 1. (Line 960 must be typed as one line.)

```
9ØØ CLS:RETURN
91Ø LOCATE VT,HT:RETURN
93Ø RD=INT(RND*RX)+1:RETURN
96Ø SH=24:SW=78:AC=39:AS=174:
    MU=19ØØ:RETURN
98Ø SOUND RD+5Ø,6:RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 1. Also remove line 60.

```
9ØØ HOME:RETURN
91Ø VTAB(VT):HTAB(HT):RETURN
93Ø RD=INT(RND(1)*RX+1):RETURN
96Ø SW=38:SH=24:AC=3Ø:AS=33:RETURN
98Ø PRINT CHR$(7):RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.)

```
9ØØ CLS:RETURN
91Ø HZ=INT(HT-1+(VT-1)*SW+Ø.5):
    PRINT @HZ,"";:RETURN
93Ø RD=INT(RND(RX)):RETURN
96Ø SW=32:SH=16:AC=12:AS=128:
    MU=255:RETURN
98Ø SOUND RD,5:RETURN
```

If you have a VIC-20, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.)

```
9ØØ PRINT CHR$(147);:RETURN
91Ø POKE XT,HT-1:POKE YT:
    POKE FG,Ø:SYS PL:RETURN
93Ø RD=INT(RX*RND(1)+1):RETURN
96Ø SW=22:SH=22:AC=3Ø:AS=96:
    XT=782:YT=781:FG=783:PL=6552Ø:
    MU=12Ø:RETURN
98Ø POKE 36878,15
982 POKE 36874,RD+128:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.) Also remove lines 60 and 70.

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
930 RD=INT(RND(RX)):RETURN
960 SW=64:SH=16:AC=30:AS=33:
    MU=255:RETURN
980 RETURN
```

If you have an Atari, add these lines to Program 1. (Line 960 must be typed as one line.)

```
900 PRINT CHR$(125):RETURN
910 POSITION VT-1,HT+1:RETURN
930 RD=INT(RND(0)*RX+1):RETURN
960 SW=38:SH=24:AC=25:
     AS=128:MU=255:RETURN
980 SOUND 0,RD,10,8
985 SOUND 0,0,0,0:RETURN
```

If you have a Commodore 64, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.) Also remove line 60.

```
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
930 RD=INT(RX*RND(1)+1):RETURN
960 SW=40:SH=24:AC=30:AS=96:
    XT=782:YT=781:FG=783:PL=65520:
    RETURN
980 POKE 54296,15
982 POKE 54273,34:POKE 54272,75:
984 POKE 54273,0:POKE 54272,0:
985 FOR K1=1 TO 20:NEXT K1
986 RETURN
```

About the program:

When you type in your destination and press ENTER, the flashing lights and music transport you right to *Superworld.* To do this, the program generates 150 random sounds and 150 random characters at various places on the screen.

PROGRAM 2

Changes:

If you have an IBM PC or PCjr, add these lines to Program 2. (Lines 940 and 970 must each be typed as one line.)

```
9ØØ  CLS:RETURN
91Ø  LOCATE VT,HT:RETURN
93Ø  RD=INT(RX*RND(1)+1):RETURN
94Ø  KY$=INKEY$:IF KY$="" THEN
     KY$=NU$
95Ø  RETURN
96Ø  SW=4Ø:SH=24:NU$=CHR$(Ø):RETURN
97Ø  RANDOMIZE (VAL(RIGHT$(
     TIME$,2))):N=2ØØ:RETURN
```

If you have a Commodore 64, add these lines to Program 2. (Lines 910 and 960 must each be typed as one line.)

```
9ØØ  PRINT CHR$(147);:RETURN
91Ø  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,Ø:SYS PL:RETURN
93Ø  RD=INT(RX*RND(1)+1):RETURN
94Ø  GET KY$:IF KY$="" THEN KY$=NU$
95Ø  RETURN
96Ø  XT=782:YT=781:FG=783:PL=6552Ø:
     SW=4Ø:SH=24:NU$=CHR$(Ø):RETURN
97Ø  RD=INT(RND(-TI)):N=1ØØ:RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 2. (Lines 940, 950, and 960 must each be typed as one line.)

```
9ØØ  HOME :RETURN
91Ø  VTAB(VT):HTAB(HT):RETURN
93Ø  RD=INT(RND(1)*RX)+1:RETURN
94Ø  KY$=NU$:KY=PEEK (KZ)
     :IF KY < 128 THEN RETURN
95Ø  KY$=CHR$(KY-128):POKE KW,Ø
     :RETURN
96Ø  NU$=CHR$(Ø):SW=4Ø:SH=24
     :KZ=-16384:KW=-16368:RETURN
97Ø  N=100:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 2. (Lines 910 and 940 must each be typed as one line.)

```
9ØØ  CLS:RETURN
91Ø  HZ=INT(HT-1+(VT-1)*64+Ø.5):
     PRINT @HZ,"";:RETURN
93Ø  RD=INT(RND(RX)):RETURN
94Ø  KY$=INKEY$:IF KY$="" THEN
     KY$=NU$
95Ø  RETURN
96Ø  NU$=CHR$(Ø):SW=64:SH=16:RETURN
97Ø  N=80:RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 2. (Lines 910 and 940 must each be typed as one line.)

```
900  CLS:RETURN
910  HZ=INT(HT-1+(VT-1)*32+0.5):
     PRINT @HZ,"";:RETURN
930  RD=INT(RND(RX)):RETURN
940  KY$=INKEY$:IF KY$="" THEN
     KY$=NU$
950  RETURN
960  NU$=CHR$(0):SW=32:SH=16:RETURN
970  N=100:RETURN
```

If you have a VIC-20, add these lines to Program 2. (Lines 910 and 960 must each be typed as one line.)

```
900  PRINT CHR$(147);:RETURN
910  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,0:SYS PL:RETURN
930  RD=INT(RX*RND(1)+1):RETURN
940  GET KY$:IF KY$="" THEN KY$=NU$
950  RETURN
960  XT=782:YT=781:FG=783:PL=65520:
     SW=22:SH=22:NU$=CHR$(0):RETURN
970  RD=INT(RND(-TI)):N=100:RETURN
```

If you have an Atari, add these lines to Program 2. (Lines 940, 950, and 960 must each be typed as one line.)

```
1Ø5  DIM NU$(1), KY$(1)
9ØØ  PRINT CHR$(125);:RETURN
91Ø  POSITION HT+1,VT-1:RETURN
93Ø  RD=INT(RND(Ø)*RX+1):RETURN
94Ø  K=PEEK(KZ):IF K=255 THEN
     KY$=NU$:RETURN
95Ø  GET #1,KW:KY$=CHR$(KW):
     POKE 764,255:RETURN
96Ø  NU$=CHR$(Ø):SW=37:SH=24:
     KZ=764:KW=Ø:OPEN #1,4,4,"K:"
     :RETURN
97Ø  N=100:RETURN
```

About the program:

You are able to program a game to challenge everyone's reaction time. In this game you will see a grid of nine numbers, one through nine. A star (*) will move below the numbers and pause. You must type the number while the star is under it. As you play, the star moves faster and faster.

At the beginning of the game you can choose a skill level. Level one is for beginners. Level 10 is for experts.

PROGRAM 3

Changes:

If you have an IBM PC or PCjr., add these lines to Program 3.

```
9ØØ  CLS:RETURN
91Ø  LOCATE VT,HT:RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 3.

```
9ØØ  HOME :RETURN
91Ø  VTAB(VT):HTAB(HT):RETURN
```

If you have a Commodore 64, add these lines to Program 3. (Line 910 must be typed as one line.)

```
9ØØ  PRINT CHR$(147);:RETURN
91Ø  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,Ø:SYS PL:RETURN
```

If you have an Atari, add these lines to Program 3.

```
1Ø5  DIM YG$(1)
9ØØ  PRINT CHR$(125);:RETURN
91Ø  POSITION HT+1,VT-1:RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 3. (Line 910 must be typed as one line.)

```
9ØØ  CLS:RETURN
91Ø  HZ=INT(HT-1+(VT-1)*64+Ø.5):
     PRINT @HZ,"";:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 3. (Line 910 must be typed as one line.)

```
9ØØ  CLS:RETURN
91Ø  HZ=INT(HT-1+(VT-1)*32+Ø.5):
     PRINT @HZ,"";:RETURN
```

If you have a VIC-20, add these lines to Program 3. (Line 910 must be typed as one line.)

```
9ØØ  PRINT CHR$(147);:RETURN
91Ø  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,Ø:SYS PL:RETURN
```

About the program:

You must help Super Brain remember the word which reverses the force field. Your Magic Micro can help. Enter any letter you want and the Magic Micro will tell you if it is in the magic word. As you guess letters, it will fill in the blanks on your screen. If nothing happens to your letter, try another letter. The program has *two* magic words, so you can try the game a second time.

After you guess, you may want to make a new word so your friends can play. Here's how to change the magic word:

Let's say you want the word to be CAT:

1. Count the letters in CAT — that's 3.
2. Give each letter a "number." For example: A = 0, B = 1, C = 2 . . . and on to Z = 25.
3. Make a DATA statement in line 330. The first number is the letter count (3). The rest are the "numbers" of the letters in the word. For CAT the statement would look like this: 330 DATA 3,2,0,19

(There are 3 letters in "CAT" and their numbers are 2, 0, and 19.)

PROGRAM 4

Changes:

If you have an IBM PC or PCjr, add these lines to Program 4. (Line 970 must be written as one line.)

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  CLS:RETURN
93Ø  RD=INT(RX*RND(1)+1):RETURN
97Ø  RANDOMIZE (VAL(RIGHT$(
     TIME$,2))):RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 4.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  HOME :RETURN
93Ø  RD=INT(RND(1)*RX)+1:RETURN
97Ø  RETURN
```

If you have a Commodore 64, add these lines to Program 4.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  PRINT CHR$(147);:RETURN
93Ø  RD=INT(RX*RND(1)+1):RETURN
97Ø  RD=INT(RND(-TI)):RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 4.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  CLS:RETURN
93Ø  RD=INT(RND(RX)):RETURN
97Ø  RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 4.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  CLS:RETURN
93Ø  RD=INT(RND(RX)):RETURN
97Ø  RETURN
```

If you have an Atari, add these lines to Program 4.

```
1Ø5  DIM A$(4Ø),XC$(1Ø),D$(1)
8ØØ  XC$=A$(SB,SB+SE-1):RETURN
9ØØ  PRINT CHR$(125);:RETURN
93Ø  RD=INT(RND(Ø)*RX+1):RETURN
97Ø  RETURN
```

If you have a VIC-20, add these lines to Program 4.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  PRINT CHR$(147);:RETURN
93Ø  RD=INT(RX*RND(1)+1):RETURN
97Ø  RD=INT(RND(-TI)):RETURN
```

About the program:

Even in Zargo's dark forest you can rely on your trusty Magic Micro to keep you out of trouble! You can use this program to tell you where the zap traps are, just in time to avoid them!

You are on the south side of the forest. To reach safety you must get to the north side. You may move in one of four ways:

F — Forward
B — Backward
L — Left
R — Right

Press the F, B, L, or R keys to move you in the direction you want to go. Each time you move, your Magic Micro will tell you in which direction the zap trap is located. Be careful; those little devils MOVE! Don't move toward the zap trap, or it will ZAP YOU! If you make it all the way through the forest, the Magic Micro will tell you. If you get zapped, then the game is over. Try again.

. . . Oh yes, one little problem: Your Magic Micro only talks in terms of north, south, east, and west. In order to avoid the zap traps, you'll need to remember in which direction you are currently traveling. If you are going north, then east is to your right; but if you are going west, then east is backwards, and so forth. Remember, the object is to keep trying to go north until you reach the north side of the forest. Good luck!

PROGRAM 5

Changes:

If you have an IBM PC or PCjr., add these lines to Program 5.

```
9ØØ  CLS:RETURN
91Ø  LOCATE VT,HT:RETURN
96Ø  SW=4Ø:SH=24:NU$=CHR$(Ø):RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 5. (Line 960 must be typed as one line.)

```
9ØØ  HOME :RETURN
91Ø  VTAB(VT):HTAB(HT):RETURN
96Ø  NU$=CHR$(Ø):SW=4Ø:SH=24
     :KZ=-16384:KW=-16368:RETURN
```

If you have a Commodore 64, add these lines to Program 5. (Lines 910 and 960 must each be typed as one line.)

```
9ØØ  PRINT CHR$(147);:RETURN
91Ø  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,Ø:SYS PL:RETURN
96Ø  XT=782:YT=781:FG=783:PL=6552Ø:
     SW=4Ø:SH=24:NU$=CHR$(Ø):RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 5. (Line 910 must be typed as one line.)

```
9ØØ  CLS:RETURN
91Ø  HZ=INT(HT-1+(VT-1)*32+Ø.5):
     PRINT @HZ,"";:RETURN
96Ø  NU$=CHR$(Ø):SW=32:SH=16:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 5. (Line 910 must be typed as one line.)

```
9ØØ  CLS:RETURN
91Ø  HZ=INT(HT-1+(VT-1)*64+Ø.5):
     PRINT @HZ,"";:RETURN
96Ø  NU$=CHR$(Ø):SW=64:SH=16:RETURN
```

If you have an Atari, add these lines to Program 5. (Line 960 must be typed as one line.)

```
1Ø5  DIM B$(1), NU$(1)
9ØØ  PRINT CHR$(125);:RETURN
91Ø  POSITION HT+1,VT-1:RETURN
96Ø  NU$=CHR$(Ø):SW=37:SH=24:
     KZ=764:KW=Ø:OPEN #1,4,4,"K:"
     :RETURN
```

If you have a VIC-20, add these lines to Program 5. (Lines 910 and 960 must each be typed as one line.)

```
9ØØ  PRINT CHR$(147);:RETURN
91Ø  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,Ø:SYS PL:RETURN
96Ø  XT=782:YT=781:FG=783:PL=6552Ø:
     SW=22:SH=22:NU$=CHR$(Ø):RETURN
```

About the program:

You can use this program in your Magic Micro to hypnotize Zargo so you can command him to turn off the staircase. He will not be able to resist the blinking star and the four moving circles!

This program shows how your Magic Micro can do something called animation. Animation means that things appear to move. What is actually happening is that you see a series of unmoving objects (like the *O*'s) flash quickly on the screen. Each time, they are positioned in just a slightly different place. Your eye and brain see it as motion.

Ready for Magic and Adventure?

YOU join a group of super powerful heroes when you arrive in Superworld! Only YOU can help them defeat the evil Zargo! YOU alone must lead the heroes past Zargo's Zap Traps, destroy a robot army, and survive all the dangers that await in Zargo's castle. Can you do it? Sure you can . . . your Magic Micro gives you all the super powers you need for this exciting adventure!

The five Magic Micro activities in this book add to the fun! You can run these BASIC programs on the following computers:

- IBM PC
- IBM PCjr.
- APPLE II+
- APPLE IIe
- COMMODORE 64
- VIC-20
- ATARI 400/800
- RADIO SHACK COLOR COMPUTER
- RADIO SHACK TRS-80

0 78073 00195 33477

ISBN 0-590-33477-8